DATA EAST

KARATE CHAMP™

2-PLAYER

GETTING STARTED

If you are using a **COMMODORE 64™:**

- Turn on your monitor or TV.
- Turn on the disk drive. Wait until the red light goes out.
- Insert your Karate Champ disk into the disk drive, label side up. Close the door.
- Turn on the computer.
- When you see the READY prompt on the screen, type: LOAD "KARATE",8 [RETURN]
- When READY appears on the screen again, type: RUN [RETURN]
- The title screen will appear, followed by a computer-controlled demonstration game.
- You may watch the demo game (which will recycle itself in an endless loop), or you may proceed directly to the "Select Game Options" screen by pressing any key to begin.
- When the "Select Game Options" screen appears, select your game options.

If you are using an **APPLE II® series:**

- Put your Karate Champ disk in the disk drive, label side down. Close the door.
- Turn on your monitor or TV.
- Turn on the computer. The red light on the disk drive will go on while the disk is loading. (APPLE IIe® and IIc® users must keep the **CAPS LOCK** key depressed while using the program.)
- Within five seconds, the title screen will appear.
- If you've connected a joystick to your computer, calibrate your joystick by following the instructions on the next screen.
- If you're playing without a joystick, the title screen will be followed shortly by a computer-controlled demonstration game.
- You may watch the demo game (which will recycle itself in an endless loop), or you may proceed directly to the "Select Game Options" screen by pressing any key (or the joystick button).
- When the "Select Game Options" screen appears, select your game options.

SELECTING GAME OPTIONS

To select your game options, press the SPACEBAR on the keyboard to highlight the desired game option. When your selected option is highlighted, press the RETURN key to make that choice.

After you have made all your game choices, the game will begin.

At the end of your game, the computer-controlled demonstration game will appear again. The final scores of your most recent game will be represented throughout the demonstration game.

Pressing any key will take you to the "Select Options Screen" which will now display the game options you made in your most previous game. To play the same type of game as the last one, press the RETURN key to select each highlighted item, and a new game will begin after a pause.

GAME PLAY (TWO PLAYERS)

Throughout a series of karate matches at various locations, your objective is to flatten your opponent as often and as quickly as you can, by deftly executing the kicks and punches at your command.

Each match consists of a series of rounds at nine picturesque settings. Two points win a round and two rounds (out of three) win a match. The winner of a match earns the exclusive right to earn bonus points before the next match begins at another location.

One round lasts for 30 seconds or until one player gets two points. Some falls earn a full (match) point, some a half point. The first player to score two points, or the player with more (match) points when the clock runs out, wins that round.

THE REFEREE

The referee begins all rounds, decides if a fall merits a "Full" or a "Half" point, and determines the winner of a round where neither opponent has scored two match points after 30 seconds have elapsed. The referee will award the round to the player who has earned the higher number of match points.

TIES

If the clock runs out and each opponent has earned an equal number of match points, the referee will award the round to the player who has scored the higher number of "score points," based on the value of his kicks and punches. (See **SCORING** for the distinction between "match points" and "score points.")

ONE-PLAYER VERSION

In the one-player version, you are the white player (COMMODORE 64™) or blue (APPLE II®) and the computer is red. Game play is the same as in the two-player version, except that you can choose various degrees of difficulty (in the "Select Game Options" menu). You can also expect the computer to get smarter and faster at the more competitive levels of the game.

THE CONTROLS

You can control your players with either a joystick or the keyboard, depending on which computer system you have.

All actions controlled by joystick or keyboard are dependent on the direction the karate player faces, *not* on whether your player is white or red. For instance, if your white player does an "about-face" from his original direction (of facing to the right), his actions will be controlled as if he were the red player and had begun the round facing left.

COMMODORE 64™

You can control your player(s) only with joysticks. Players are white and red.

APPLE® COMPUTERS

You can control the blue player with your joystick, or with the keyboard group of keys surrounding the "D" key. You can control the red player (in two-player games) only with the keyboard group of keys surrounding the "K" key. Players are blue and red.

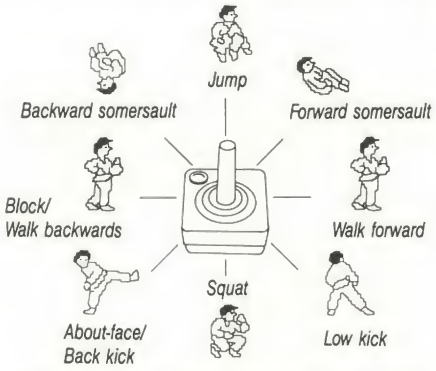
SCORING

There are two kinds of points to be earned: match points and score points. Match points are counted in units of a "Half" and "Full" and are used to determine the winner of each round. Score points are counted in hundreds and based on the type of kick or punch you scored with. While two match points wins a round, the player who wins the most matches at the end of the pre-selected number of matches wins the game.

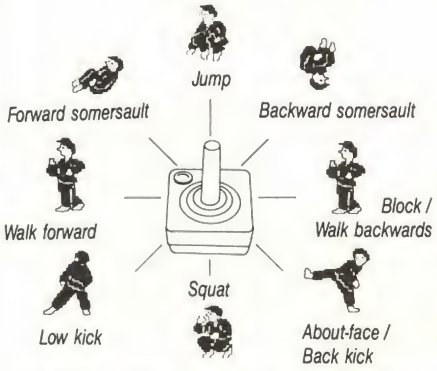
All kicks and punches have two point values. You get the higher value only when you execute that move perfectly and within the optimal distance from your opponent. Only game-playing experience can teach you what that optimal distance is.

JOYSTICK CONTROLS *(COMMODORE 64™ or APPLE II® series)*

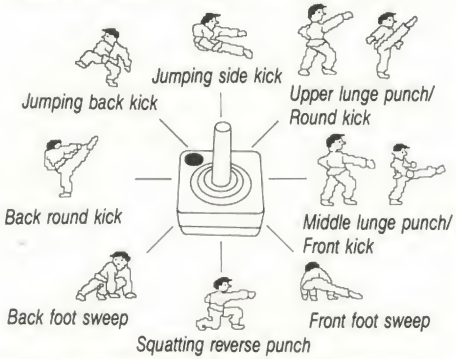
For all moves, you must push the joystick in the direction of the desired move. For some moves, you must also press the fire button at the same time.



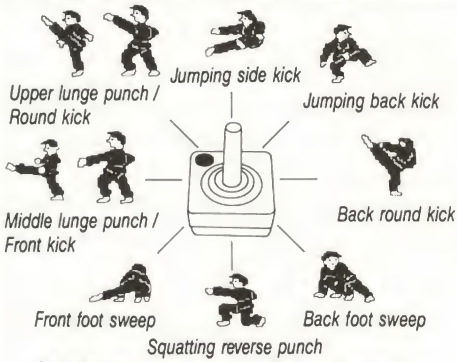
Right-facing** player's joystick button **not pushed



Left-facing** player's joystick button **not pushed



Right-facing** player's joystick button **pushed



Left-facing** player's joystick button **pushed

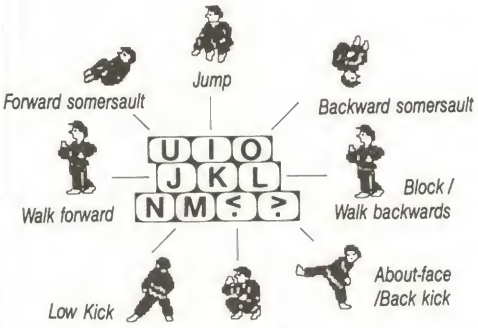
KICKS	MATCH POINTS	SCORE POINTS
Jumping back kick	*Full*	*1,000*
	1/2	*500*
Jumping side kick	*Full*	*1,000*
	1/2	*500*
Back round kick	*Full*	*1,000*
	1/2	*500*
Round kick	*Full*	*600*
	1/2	*300*
Back kick	*Full*	*400*
	1/2	*200*
Front kick	*Full*	*200*
	1/2	*100*
Low kick	*Full*	*200*
	1/2	*100*
Front foot sweep	*Full*	*400*
	1/2	*200*
Back foot sweep	*Full*	*200*
	1/2	*100*

KEYBOARD CONTROLS (APPLE II® series)

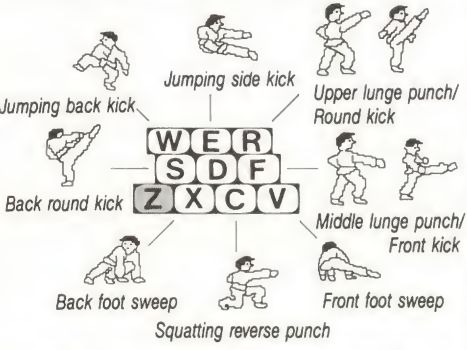
The group of keys surrounding the "K" key control the red player, with the keys representing the appropriate positions on a joystick. You execute all your kicks and punches by pressing the key associated with the particular move. Pressing the "N" key is like pressing the fire button on a joystick.

The group of keys surrounding the **"D"** key control the blue player. Pressing the **"Z"** key is like pressing the fire button on a joystick.

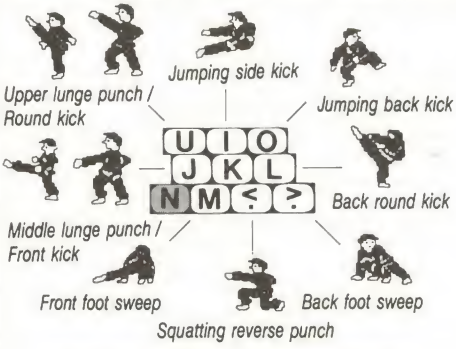
Right-facing** player with **"Z" key not pressed



***Left-facing** player with "N" key not pressed*

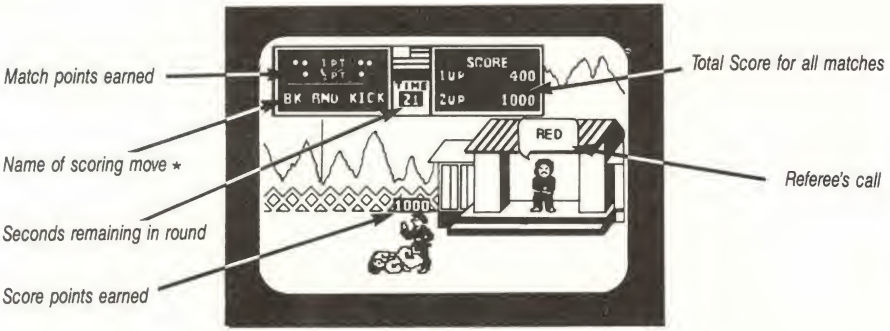


Right-facing** player with **"Z" key pressed



Left-facing** player with "N" key **pressed

PUNCHES	MATCH POINTS	SCORE POINTS
Upper lunge punch	*Full*	*1,000*
	1/2	*500*
Squatting reverse punch	*Full*	*800*
	1/2	*400*
Middle lunge punch	*Full*	*400*
	1/2	*200*
Middle reverse punch	*Full*	*200*
	1/2	*100*



COMMODORE 64™ screen shown. Displays on APPLE II® may vary.
**After each round, this area will show status of match.*

CLOCK SCORE

Winner of the round also gets 100 points for each second remaining on the clock.

BONUS SCREEN SCORING

At the end of each match, the victor has an opportunity to gain some bonus points. Any one of three screens will present you with an intriguing challenge. You may have to flatten a furiously flung flower pot, split wooden blocks in two, or knock out a stampeding bull.

Bonus points per pot	*200*
Bonus points per block	*100 each, for the first nine* *2,000 for the tenth*
Bonus points per bull	*2,000*

If you survive the first challenge, you'll get a chance to do it again, up to a maximum of five times per bonus situation—unless, of course *you* get flattened first.

Joystick controls for LEFT-FACING player mirror those of the right-facing player, which means that whereas you have to push the joystick to the 3 o'clock position to make your right-facing player walk forward, you have to push the joystick toward 9 o'clock to make your left-facing player walk forward.

KEYBOARD CONTROLS

*On **COMMODORE 64™**:*

***PAUSE** game play.*
To pause game play, press F7. To re-start the action, press F7 again.

***QUIT** game play.*
To quit (end) the current game, press F1 of your function keys. Quitting a game returns you to the demo game. From there you can proceed to choose new game options.

SOUND OFF/ON.
To turn off the sound, press F5. To turn the sound back on, press F5 again.

*On **APPLE II® series:***

***PAUSE** game play.*
To pause game play, press ESCAPE. To restart the action, press ESCAPE again.

***QUIT** game play.*
To quit (end) the current game and return to the menu selection screen and choose new game options, press CONTROL + Q.

SOUND OFF/ON.
To turn off the sound, press CONTROL + S. To turn the sound back on, press CONTROL + S again.

HELPFUL HINTS

1 **MASTERING YOUR MOVES.** Master your moves by playing a two-player game against an invisible person. Your opponent's player will remain static, and you can learn the different characteristics of your moves. Learn which moves execute quickly, which work best in close range or long range, how to quickly move out of reach of your opponent. You can block moves only if your opponent is attacking you.

2 **PROPERLY EXECUTING MOVES.** To fully execute a selected kick or punch, you must hold the joystick/joystick fire button (or keyboard/keyboard fire button) down long enough to register. Releasing the button too early results in a half-executed move, and leaves you vulnerable to counter-attack.

3 **FAKING MOVES.** By proper timing, you can make a move and then cancel it before it fully executes, by not holding the joystick/joystick fire button in the selected position for more than a split second. The effect is as if you "faked" the move.

4 **HOLDING MOVES AND BLOCKS.** You can hold certain moves (not kicks or somersaults, though) by pressing the joystick button down continually. The move will freeze the player in the last frame of his action. Such a strategy may be good in certain situations, but not in others.

For instance, prolonged squatting may be a good defense when an opponent is repeatedly punching at your face. But holding in a block move could soon be ineffective if your opponent selects a different aggressive move that cannot be countered by your current block.

Not all moves can be blocked. In such cases, the only appropriate actions are a jump or a somersault.

5 **"SPEEDING-UP" MOVES.** You can't "store up" a sequence of moves, nor can you "speed up" the execution of your kicks and punches by quickly selecting several moves all in a bunch. With proper timing and manipulation of your joystick, however, you can smoothly execute *two* different moves in a row.

6 **SELECTING BETWEEN TWO POSSIBLE MOVES.** Notice that on the joystick (and the keyboard) diagram, there are four instances where selecting the exact same joystick position (or key) can result in one of two possible moves actually being executed.

In three of these instances—namely, the "Upper lunge punch/Round kick" moves, the "Middle lunge punch/Front kick" moves, and the "About-face/Back kick" moves—the computer will choose which move to execute based on your distance from your opponent. If you are relatively far away, the first move (i.e. before the slash mark) will be performed; if near, the second move (i.e. following the slash mark) will be enacted.

The fourth instance—namely, "Blocking/Walking backwards"—is more subtle, since it is not based so much on your proximity to your opponent, as it is on the *timing* of your selection as compared to the action chosen by your opponent.

7 **BLOCKING/WALKING BACKWARDS.** One of the most important techniques to master is executing the subtle difference between walking backwards and block, the fourth instance where one of two possible moves can be executed by selecting the exact same position on the joystick. The computer logic is designed to operate so that if you select the "Block/Walk backwards" move and a punch is coming, your player will block the punch; if no punch is coming, your player will walk backwards.

For example, if you're close to your opponent and he has decided to throw a punch at you, selecting the joystick (or keyboard) to block the punch will work only if you make your move *after* he has begun the punch. If you select the "Block/Walk backwards" move before your opponent begins his punch and he is close enough to hit you, you're going to be walking backwards defenseless and get clobbered.

Furthermore, if you've already been walking backwards and your opponent attacks with a series of punches, you're likely to get flattened unless you re-execute the move with more exquisite timing. If you don't re-do the move so that you can effectively block his punch, you'll just keep walking backwards until you get clobbered.

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